



PlayStation

NTSC U/C

PlayStation

EVERYONE



CONTENT RATED BY  
ESRB

SLUS-01438



# creatures



RAISE ME



FEED ME



LOVE ME



ENTERTAINMENT WEEKLY

**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

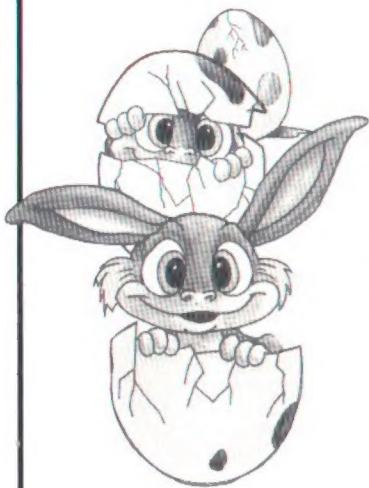
**USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

## creatures



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# Introduction

The world of Creatures is influenced by everything you do. You control the development of the creature culture, which can flourish with your compassion, or, just as easily, crumble under your neglect.



The game begins in the Tree World of Albia, where the native inhabitants, called the Shee, have left behind an adult Creature couple. As the caretaker Scrubby, your duty is to ensure the survival of these Creatures, called Norns, by populating three entire worlds with healthy, intelligent individuals. These worlds are the Tree World, the Island World, and the Swamp World, and the only way to access new worlds is through a special transport gate that the Shee left behind.

Remember, Norns aren't programmed, they're taught. And they learn fast! You must guide each Norn through the critical stages of life, from embryo to old age. Cyber Life technology gives them digital DNA, so their knowledge and experiences are passed down to future generations. Teach them, don't neglect them, and watch as each Norn develops a personality of his or her own. Feed them when they're hungry, heal them when they're sick, praise them when they're good. They learn from you and they depend on you!

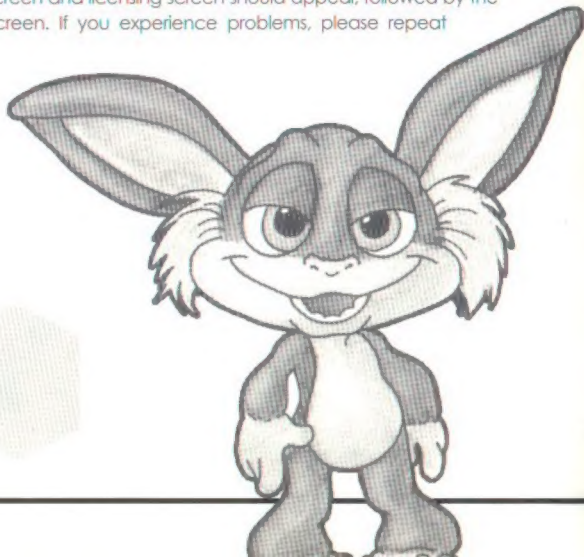




# Getting Started

Thank you for purchasing *Creatures*

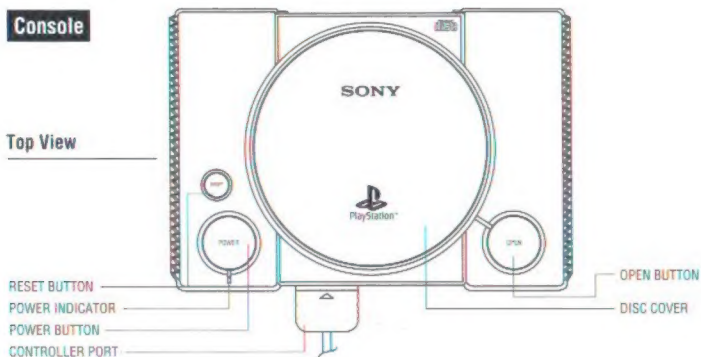
1. Before inserting the CD, make sure that your PlayStation® is switched off. The system may be damaged if the CD is inserted while your PlayStation® system is on.
2. Insert the *Creatures* CD into the PlayStation® CD tray.
3. Turn ON the PlayStation® POWER button.
4. The PlayStation® logo screen and licensing screen should appear, followed by the *Creatures* introduction screen. If you experience problems, please repeat steps 1 and 2.
5. Press START and begin the game!



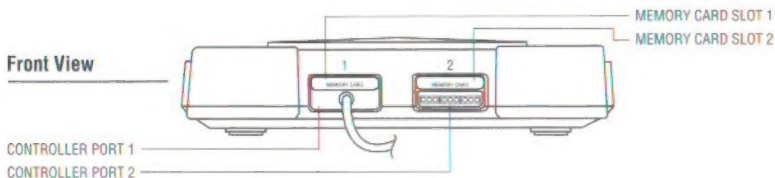
# System Setup

## Console

### Top View

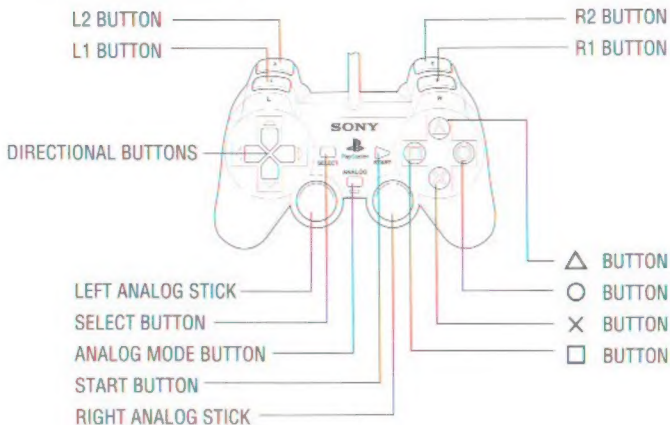


### Front View



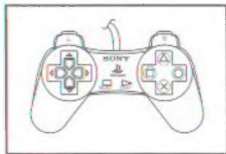
# Controller

## DUALSHOCK™ analog controller



**NOTE:** Compatible only in Digital and Analog mode  
or  
Compatible only in Digital and Vibration mode  
or  
Compatible only in Digital mode

**NOTE:** You may have a controller that looks like this,  
if so please follow the digital instructions outlined above.





# Controls

**START:** Brings up the menu through which you may select important game options.

**SELECT BUTTON:** Switch between Norns.

**(X) BUTTON:** *Positive Button* – Influences and reinforces actions in a positive way.

For Example:

- Praising a Norn for a specific behavior
- Calling a Norn to come to you
- Instructing a Norn to take a certain item

**(C) BUTTON:** *Negative Button* – Influences and reinforces actions in a negative way.

For Example:

- Scolding a Norn for a specific behavior
- Telling a Norn to go away
- Instructing a Norn to leave a certain item alone

**(A) BUTTON:** Picks up and drops items.

**(Q) BUTTON:** Activates items.

**(L1) BUTTON:** This button tells the selected Norn to leave Scrubby.

**(L2) BUTTON:** Access the menu directly (alternative to start).

**(R1) BUTTON:** This button tells the selected Norn to come to Scrubby.

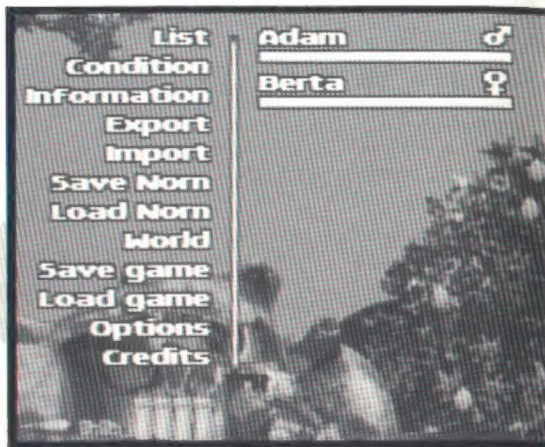
**(R2) BUTTON:** If Scrubby is positioned directly above an object, this button will ask the selected Norn to come and take the object.



**Note:** You control Scrubby, the Norn caretaker, not the Norns themselves. However your actions influence the Norns behavior and development.

## Status Screens

Press **START** or **(L2)** while playing to access the main menu. Press the Control Pad up and down to select an option, then right to access that option. Once the option has been accessed, change the option settings with the **(O)** or **(X)** buttons.



### List

This lists all your active Norms. The green bar shows their life power. When a Norm's life power runs out, it dies. Next to a Norm's name is a gender symbol indicating whether it is male or female. If there is an egg next to a female's gender symbol, she will soon lay an egg.



### Condition



This is where you can check to see what a Norn needs. The screen has several bars, which provide information about the most vital life-functions of your current Norn. All these bars together make up your life power.

### Information



The information includes age, time of birth, as well as how long you have played.

### Export



Once exported, a Norn cannot age, become ill or die. It's like pausing a Norn without pausing the game! This may be useful at times when there is not enough food or you are unsure how to care for a sick Norn. You may also wish to export two specific Norns if you wish them to mate.



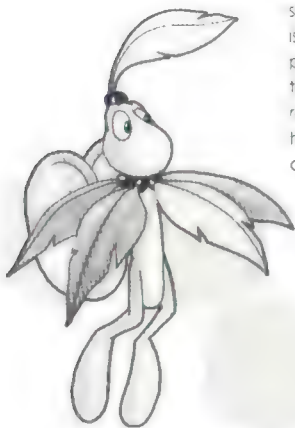
### Import

This function allows you to bring back an exported Norn. An imported Norn will return with exactly the same health and education status as when it was exported. If you import sick Norns, be sure to care for them right away because they may contaminate other Norns.



### Save/Load Norn

Share Norns with fellow Creatures PSOne players! Does a friend have a Norn with special characteristics that you would like to see in your Norns? No problem. Simply transfer them to your PSOne. Use the menu option 'Save Norns' to store your chosen Norn onto the Memory Card, then use 'Load Norn' to load them back into your (or anyone else's) game.



### World



Once Norns have started to breed in a new world, you may switch between the worlds in this screen. Only the world that is currently selected remains active. The others will be paused until you go back to them. You can also fully reset the game on this screen. Remember resetting the game will reset all populated worlds and delete all exported Norns! If however, you reset just the worlds and not the game, you can keep your exported Norns.

### Save/Load Game



Save your latest game information. The game also features an automatic save function that is activated every 20 minutes. The birth and death of a Norn are automatically saved. You will also load your saved game using these options.

### Options



This screen allows you to adjust sound and music volumes. You may also switch help messages on or off.

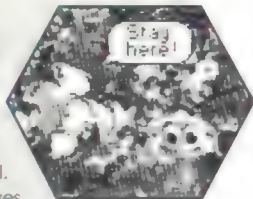
## Raising Creatures

Norns will develop, grow, and learn based on your actions. For the population to become strong, you must always be aware of your Norn's needs and behaviors. Neglecting to care for even one Norn may cause unwanted behaviors and illnesses to be passed to future generations. You can keep track of everything you need to know using the status screens within the main menu.

### Praising

When a Norn does something that you like, it is important to praise that Norn. You must do so right away, because praise only rewards a behavior just completed. The more praise a Norn receives for a behavior, the better the

chances that he or she will learn to repeat that behavior. Praising a Norn repeatedly after a specific action strengthens the reward message to your Norn. Be careful, though! Too much praising after a specific action may make your Norn fall asleep, which may be dangerous if the Norn is outside and not sheltered.





## Scolding

Norns may become aggressive or even harmful to other Norns. Scolding a Norn immediately after such a behavior teaches him or her that the behavior is bad. The more you scold a Norn for a behavior, the better the chances that the Norn will learn not to do that behavior. Scolding a Norn repeatedly after a specific action strengthens the punishment message to your Norn. However too much scolding after a specific action may harm or even kill your Norn.



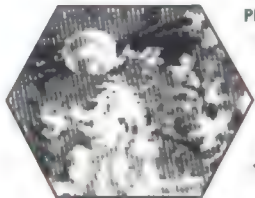
## Feeding

An important part of raising your Norns is teaching them to eat. Norns eventually learn to eat on their own, however there may be times, either when they are sick or simply can't reach a food item, when they will need your help. Remember that the amount of available food will decrease as your Norns eat. Though the food will grow back, try exploring your environment to find more. Feeding cannot be used as a reward for behavior.



## Healing

Keeping your Norns healthy is critical. It will be obvious when they are ill, because they will act sick! This includes when a Norn becomes exhausted, because that Norn will not be able to take care of itself. There are a number of herbs that will heal a sick Norn.

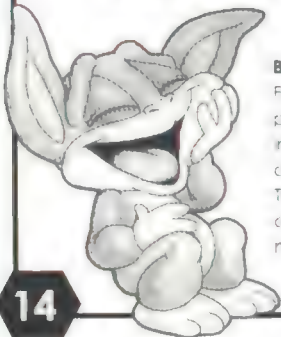


## Playing

Having fun is good for Norns' health. There may be times when a Norn becomes tired or bored and begins to act aggressively toward others. Providing Norns with a toy may keep them happy and out of trouble. Remember, a happy, well-behaved Norn tends to have happy, well-behaved offspring.

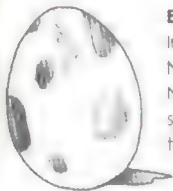
## Breeding

For their species to survive, you must make sure the Norn population is strong and growing. It is important that individuals who mate have good genes so that good characteristics are passed to future generations. Though Norns will sometimes mate on their own, you can compel Norns with desirable characteristics to mate by giving them the red herb.



## Creature Life-Cycle

Throughout their lives, Norms experience various stages of development - just like natural beings! In the same way, their needs will be different at each stage. It's important to start teaching your Norms right away. The more they learn early in their lives, the better off they will be later. Be sure to check the Condition status screen to see what those needs are.

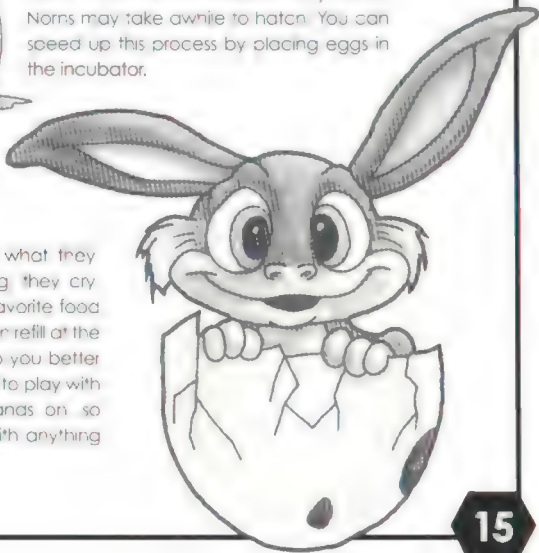


### Egg

Inside the protective shell, the developing Norms have **all** the nutrition they need. Norms may take awhile to hatch. You can speed up this process by placing eggs in the incubator.

### Baby

As babies, Norms cannot tell you what they need. When they want something, they cry. Usually, they are just hungry. Their favorite food is milk from the bottle, which you can refill at the machine. Baby Norms learn fast, so you better keep track of them. They also tend to play with everything they can get their hands on, so make sure they are not playing with anything that could be harmful.



### Toddler

This is the stage where Norns learn best, so be very careful about what you teach them. As toddlers, they will begin to explore their environment and play with any type of toy. So stay on your toes, because lessons Norns didn't learn as toddlers will be very difficult to teach them when they are older.

### Teenager

Teenage Norns can be highly problematic and quite awkward. They are no longer children but not quite grown up yet. They often seem restless and may become aggressive. Knowing what their needs are can help prevent this. In time, they become interested in the opposite sex and begin to flirt.

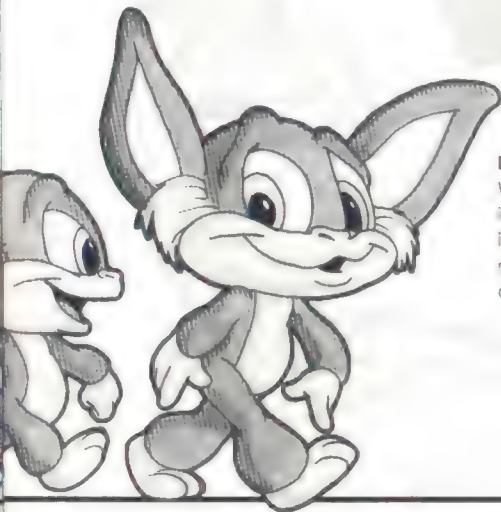
### Adult

This is the stage where you get to see if the lessons you taught your Norns when they were young have paid off. As Adults, Norns will play less and are less aggressive.



## Senior

At a certain age, the pace of Norn life tends to slow down. They'll prefer staying closer to home and may, at times, forget lessons they have learned. Female seniors rarely lay eggs, although senior males can still breed. Also, seniors are more prone to illness. Injuries take longer to heal, if Norns are to lead a long life, you must take especially good care of them when they are old.

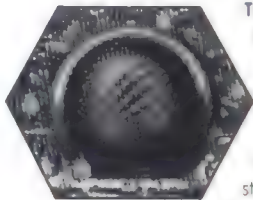


## Death

When a Norn dies, it will remain where it is for a very long time, unless you choose it with the **SELECT** button. You will then receive a message about the cause of death and the Norn will disappear.

# Items

The following are examples of items you will find in the game and some helpful information about them. You will find many other items like these as you play.



## The Transport Gate

This is the gate through which you can take a Norn couple to a new world. To go to the second world, you must leave the first world with a thriving population of at least six Norns. To go to the third world, you must leave the second world with at least eight Norns. Be certain that the Norns you take through the gate are some of your strongest and smartest, because the entire population of the new world will start with them!

## Grendels

Grendels are creatures that will try to make your Norns sick or get them to misbehave. However, there are no Grendels on the Tree World.





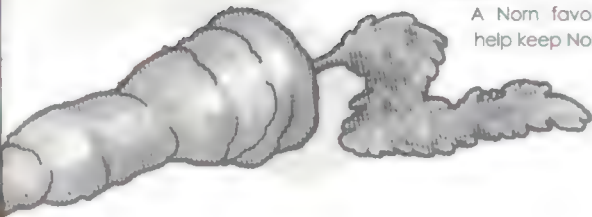
### Milk

Best for babies, but can be given to older Norns if the food supply is low.



### Apples

A tasty treat that grow on the trees.



### Carrots

A Norn favorite. Carrots help keep Norns strong.

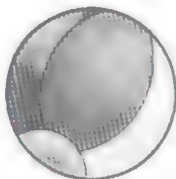


**Teddy Bear**

Always good to help keep  
younger Norms happy.

**Ball**

Great for entertaining a bored  
or aggressive Norm.



**Blue Herb**

Helps relieve pain and  
cure some illnesses.



**Purple Pods**

Helps tired Norms. Careful, too  
much can be harmful.

**Note:** Some herbs may be harmful. They  
will look different than the good herbs.

# Frequently Asked Questions

## **The bar below the name of my current Norn is decreasing. How do I know what to do?**

Always be vigilant and keep a close eye on the Norn's health. If the bar is decreasing, then your Norn is becoming weaker. If the bar is decreasing, but your Norn is still healthy, then your Norn is just getting weaker. If the bar is decreasing, but your Norn is still healthy, then your Norn is just getting weaker.

## **My Norns are about to starve. Where do I get food?**

Food is not a problem. You can always find food. If you are having trouble finding food, then you are probably not taking care of your Norns properly. If you are having trouble finding food, then you are probably not taking care of your Norns properly. If you are having trouble finding food, then you are probably not taking care of your Norns properly.

## **My Norn is hungry, but does not eat. What can I do?**

First, make sure that the Norn is not too hungry. If the Norn is too hungry, then it will not eat. If the Norn is not too hungry, then it will eat. If the Norn is not too hungry, then it will eat. If the Norn is not too hungry, then it will eat.

## **Why don't my Norns come when Scrubby calls them?**

First, make sure that the Norn is not too busy. If the Norn is too busy, then it will not come. If the Norn is not too busy, then it will come. If the Norn is not too busy, then it will come. If the Norn is not too busy, then it will come.

## **I have not been looking after my Norn for a while. Why does it no longer obey me?**

Norns are not easy to train. They are not easy to train. They are not easy to train. They are not easy to train. They are not easy to train. They are not easy to train. They are not easy to train. They are not easy to train.

### **Norns often do not want to eat. What can I do about it?**

Norn babies prefer the baby bottle. Or if it's empty, refill it at the machine. If you cannot find the bottle, try carrots.

### **All my Norns are dead or there are no more couples that can mate.**

#### **How can I continue playing?**

If you still have Norns who have not died, you may simply import them to continue playing. If you have already accessed the second or third world, you may breed new Norns in the previous world and then let them pass through the portal to the new world. If you have no Norns left, you may start a new game if your species is extinct. Start a new game.

### **Why do some Norns grow older than others?**

Some Norns die unnatural deaths due to starvation, illness or violence. Also, Norn lifestyles bear a relationship to life expectancy. Norns who are healthy and happy live longer than those who are sick, hungry or lonely.

### **My Norn plays with food. Now there is no food left. What can I do?**

Norns may play with food because they are bored. Always make sure there are food items in the house. The food will grow back after a while. Praising your Norn will also temporarily relieve boredom. Norns need attention!

### **Why does my Norn always hit others?**

Some Norns are aggressive by nature. You can tame them by feeding them and talking to them. If you have a very aggressive Norn, you may want to start a new game.

**One of my Norns is very slow or only moves backward and forward. Why is this?**

There may be a defect in the game. The Norns should always respond somewhat to the player. If the Norn is always just moving backward and forward, it may be stuck in a loop.

**I found a strange item in the first world up in the tree. What can I do with it?**

That may be a clue to the game. It may be a key to a treasure or a clue to a secret. If at least six Norns remain in the old world.

**I am in the second world but one of my Norns has died and now I cannot breed any more offspring. What can I do?**

In the second world, the Norns are in a state of hibernation. You have to wait until they wake up and then they will be able to breed with the Norns in the first world.

**I have exported Norns from the first world. Can I import them to the second or third world?**

Yes, but only if you have accessed the second world. The Transport Norns are the only Norns that can move between the worlds. If you have accessed the second world, you will need at least eight Norns remaining in the first world to access the third world.

**What happens to my Norns in the worlds in which I am not currently playing?**

Norns in the worlds that you have not accessed will be in a state of hibernation. They will rest as if your PlayStation® was switched off.





# Credits

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